

WONDER
GAME BOY ADVANCE



AGB-ASDE-USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

For more information on this product's rating,
call 1-800-771-3772 or visit <http://www.esrb.org>

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



CONTENTS

Catching a Virus	2
Getting Started	4
Controls	5
Main Menu	6
Here We Go Again! .	7
Playing a Game	8
Pick-ups	9
Character Select .	10
Password	11
Clues	11
Suspects	12

Levels	14
University Lab	14
Roman Coliseum .	15
Ocean Chase	16
Prehistoric Jungle .	17
Arctic Snow Chase	18
Ocean Boardwalk .	19
Video Arcade	20
Credits	26
Limited Warranty . . .	28

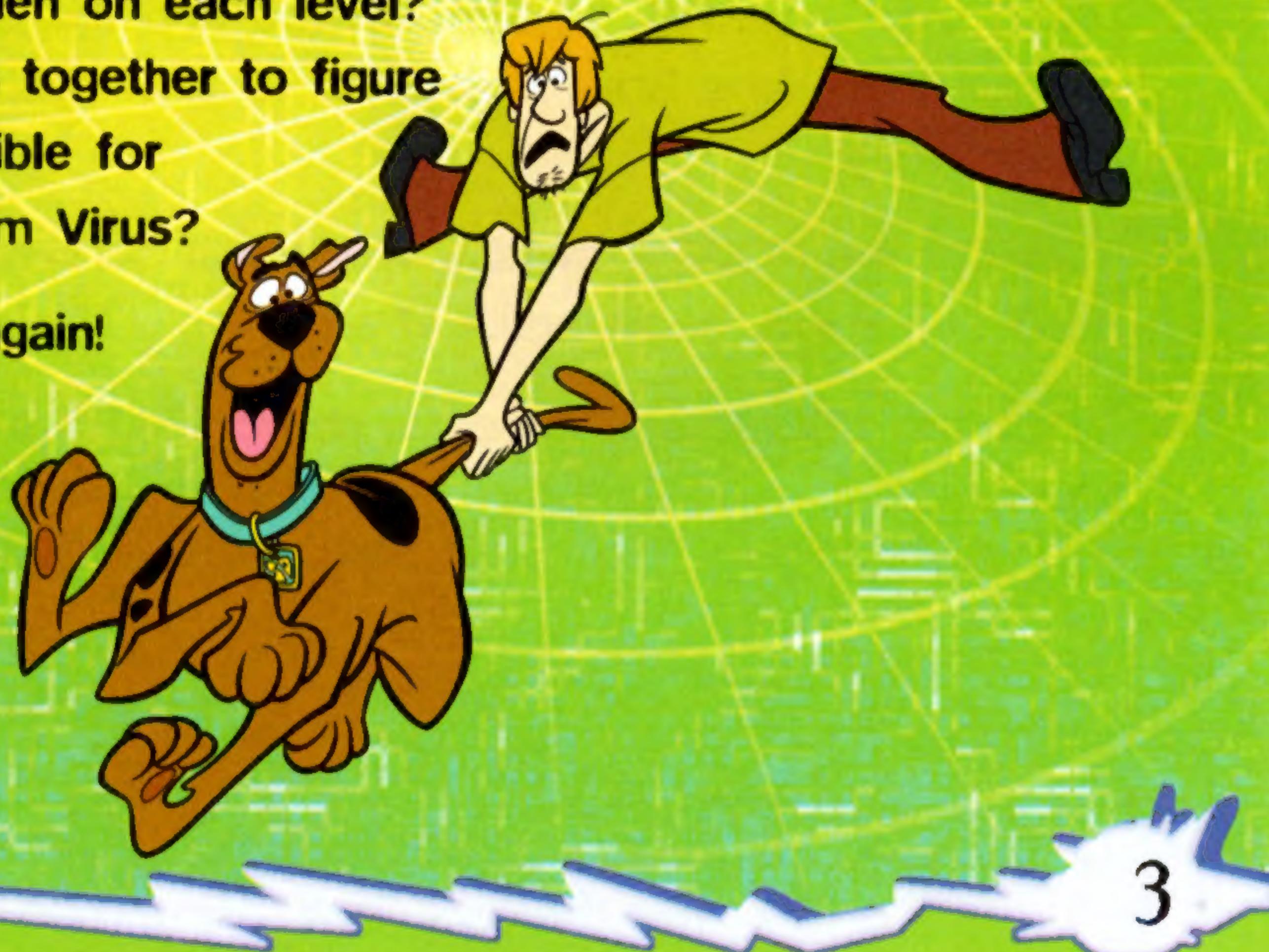
CATCHING A VIRUS

Zoinks! Scooby-Doo™ and the gang get into a heap of trouble when they visit their friend Eric Staufer, a computer science major at the university. Eric invented a laser that can transport people between the real world and cyberspace.

In order to test the laser, Eric and Bill designed a video game featuring the Scooby gang. During the test, they accidentally unleashed the Phantom Virus™, which began terrorizing the entire University! The gang agreed to help hunt for the Phantom Virus, but when they lured it back into the laboratory, the whole Scooby gang was beamed into cyberspace!

Now it's your job to help Scooby, Shaggy and the rest of the gang as they travel through the game. Are you brave enough to fend off the villains? Are you clever enough to find the box of Scooby Snacks™ hidden on each level? Can you put the clues together to figure out who was responsible for unleashing the Phantom Virus?

Help! ... Here we go again!



GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Scooby-Doo and the Cyber Chase into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS



L Button

Selects the character
you would like to play

R Button

Activates your disguises

Game Controls

Button	Action
Control Pad	Move Left
Control Pad	Move Right
Double Tap Control Pad	Run
Control Pad	Up/Pass through entrances
Control Pad	Down/Duck
A Button	Jump
B Button	Action/Select item
START	Pause game

MAIN MENU

- **Start** – Like, wow! Start a brand new game of Scooby-Doo and the Cyber Chase from the beginning.
- **Password** – Use a password to continue where you left off. See “passwords” section to get the whole scoop.
- **Options** – Customize the game options before joining the Mystery Inc. gang in solving another mystery.



OPTIONS MENU

- **Music** - Turn the game's music ON or OFF.
- **Sound FX** - Turn the game's sound effects ON or OFF.
- **Skill** - You can make the mystery easy or hard to solve.
- **Done** - Return to the Main Menu.



HERE WE GO AGAIN!

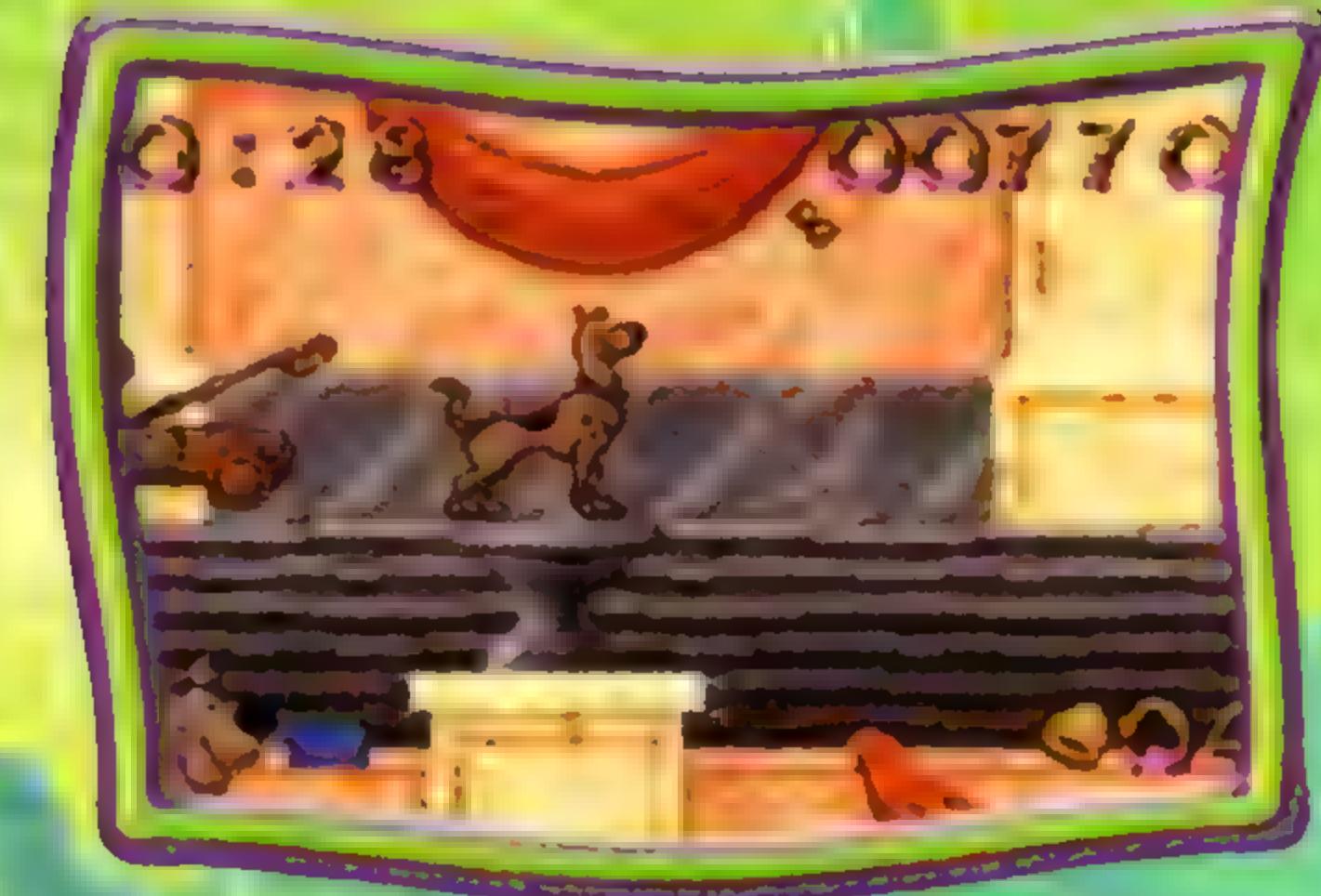
Your goal in **Scooby-Doo and the Cyber Chase** is to figure out who unleashed the Phantom Virus. Escape each level by finding the box of **Scooby Snacks**, which will show you the way to enter your next challenge. Solve the mystery by searching for clues, collecting items and exploring rooms! Jinkies! Sounds like the perfect job for the Scooby gang!

PLAYING A GAME

GAME SCREEN

Check the top of the screen often for vital information pertaining to the level.

- **Health** – Your character's health is shown as a multi-colored health bar. When the character takes damage, the health bar will decrease in size. When the health bar is gone, you will lose a turn.
- **Scooby Snacks** – A counter will count down how many Scooby Snacks you need to collect to complete the level.
- **Score** – Try to get the best score by picking up Scooby Snacks and avoiding the bad guys!



PICK-UPS



Disguise: Picking up a disguise icon will put your character into a disguise, which makes sneaking past the monsters much easier!



Smiley Faces: You can increase your character's health by picking up a smiley face icon.



Scooby Snacks: You must pick up all of the Scooby Snacks required in a level in order to find the Scooby Snacks box.



Scooby Snacks Box: Once you've found the Scooby Snacks box, you have successfully completed the level. You will be zapped back to the lab where a new level will be unlocked.

CHARACTER SELECT

All five members of the Scooby gang begin the game, but only one at a time can play a computer level (thanks to Bill's programming problems). You have the choice of which character to select for each level, but don't be scared or the Phantom Virus will catch you! If that happens, you'll have to choose another member of the Scooby gang to complete the level. That way, you have 5 chances to get through the game!

When you find a CD in the lab, take it over to the laser to open a new level. That's where you can choose which character you'd like to play by pressing the L Button. But remember, only the characters that have not been captured will be available.



PASSWORDS

After successfully completing a level, you will be given a password. The password lets you resume the game at the end of your last completed chapter, saves your score, available turns and clues you have found.

CLUES

Throughout the game, you will collect clues to help solve the mystery and discover who unleashed the Phantom Virus. At the end of the game, you will be asked to decide which suspect was responsible. There are four possible suspects: Bill McLemore, Eric Staufer, Professor Kaufman and Wilbur T. Wembley.



SUSPECTS



Suspect #1 • Eric Staufer

Student. Clean-cut, very smart computer science major in college. Eric may be a friend of the Mystery Inc. gang, but he's definitely got a motive for unleashing the virus. If he can scare off his partner Bill, the prize money could be his.



Suspect #2 • Bill McLemore

Baseball fan. Very intelligent, computer science major in college. Bill may be Eric's research partner, but he is a prime suspect. If Eric disappears, Bill can take all of the credit for inventing the laser.



Suspect #3 • Dr. Henry Kaufman
College professor. Always working in his lab. No one would suspect a teacher of unleashing the virus, or would they? Dr. Kaufman respects his students but might be a little jealous of their success. He may have released the virus to show them who's the boss.

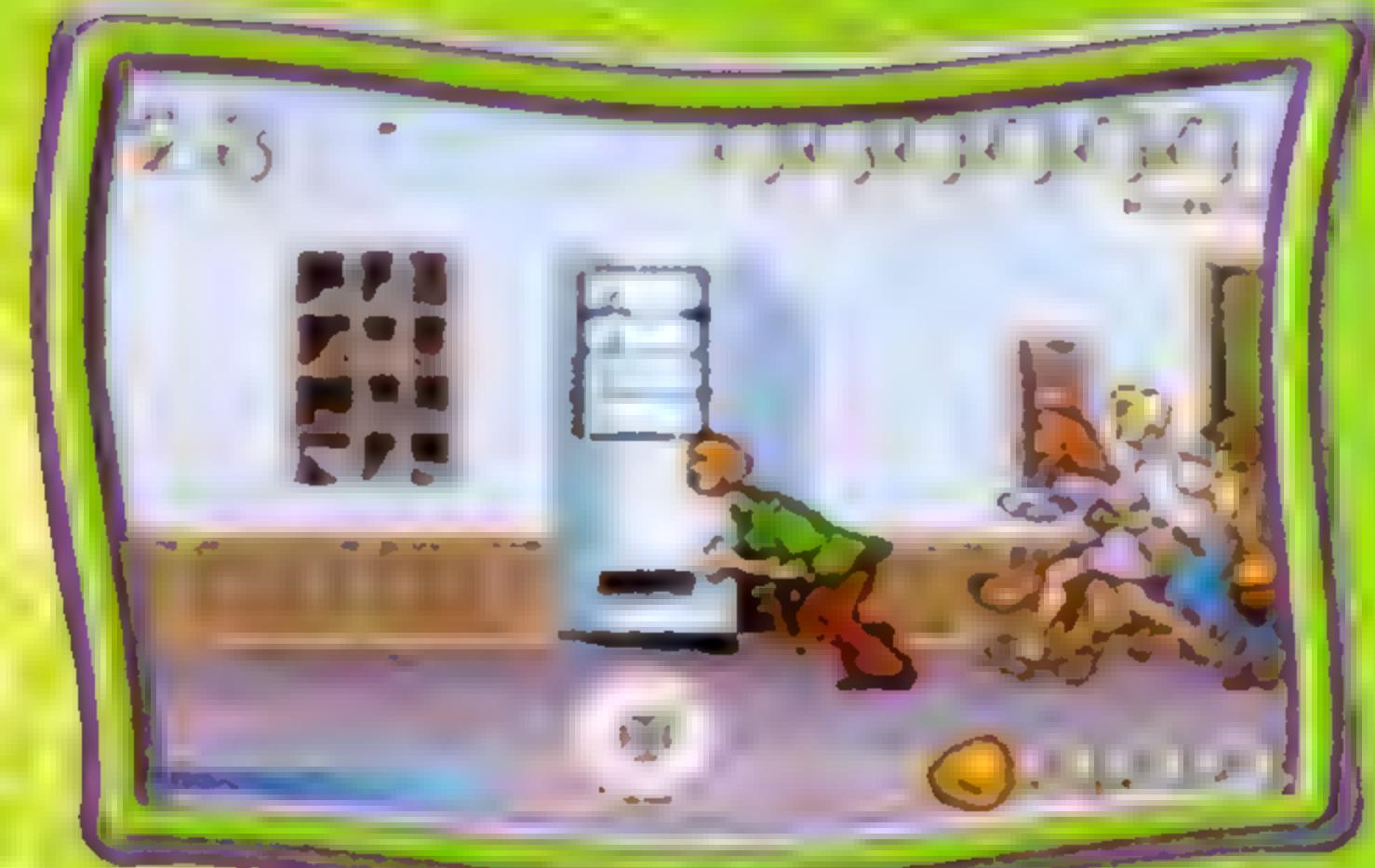


Suspect #4 • Wilbur T. Wembly
Security Guard. Not a people-person. Protecting the lab is his job, but it's not a very glamorous one. Could Wilbur have unleashed the Phantom Virus in order to become a hero by recapturing it? Guess it's up to you to figure this one out!

THE LEVELS

Level 1: University Lab

In the lab, there is a main corridor and three rooms: computer lab, chemistry lab and robotics lab. Each of the rooms contains two CDs. Each CD unlocks one of the other six levels. CDs will appear once you have completed a level. Yikes! You can find the laser in the robotics lab.



Level 2: Roman Collseum

Are those your bones rattling?

You'll need to get past the skeleton gladiators to collect all of the Scooby Snacks and locate the Scooby Snacks Box.

Enemies

- Monsters: Gladiators
- Boss Monster: The Creeper™

Scooby-Doo says:
Move up and down the
platforms to keep away
from The Creeper

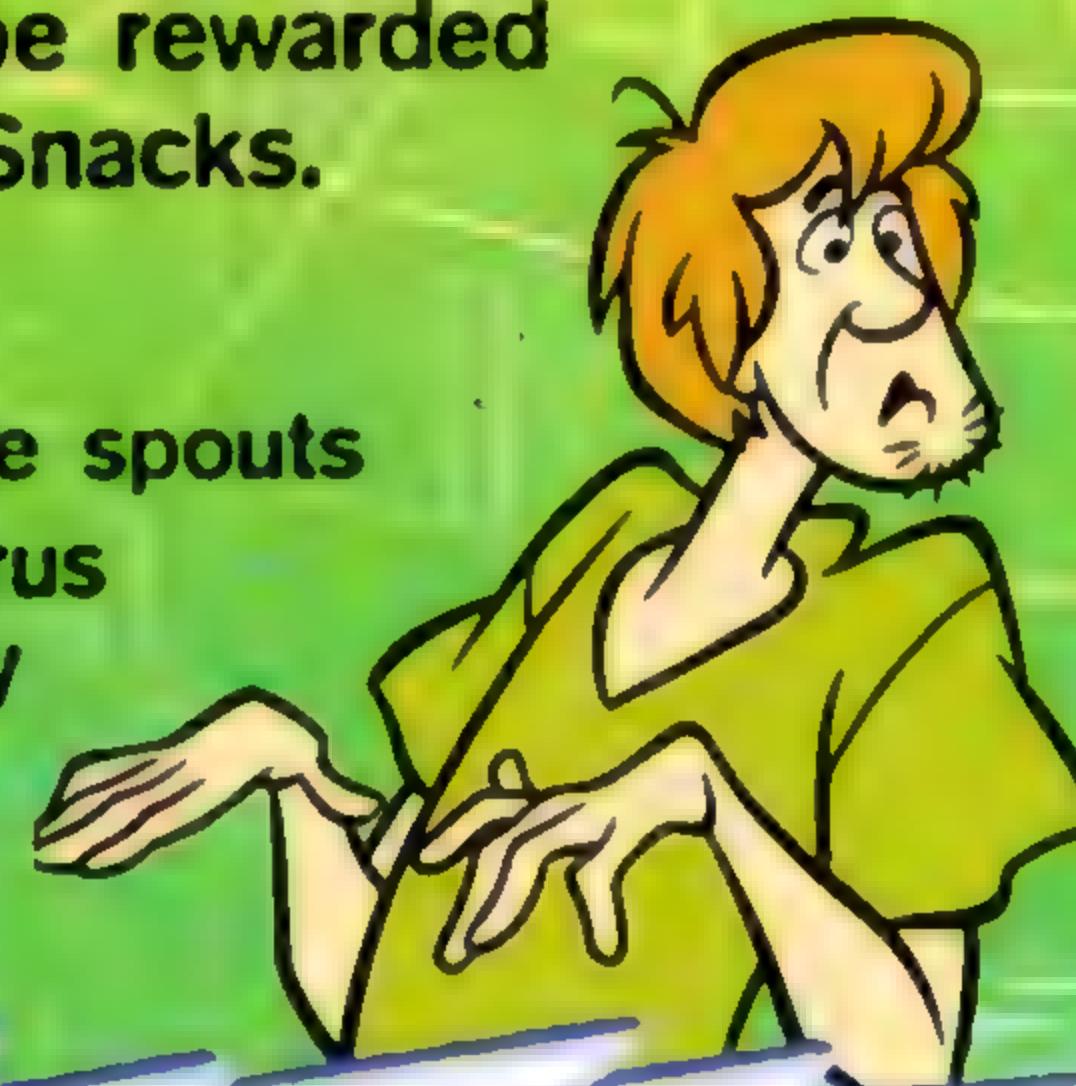
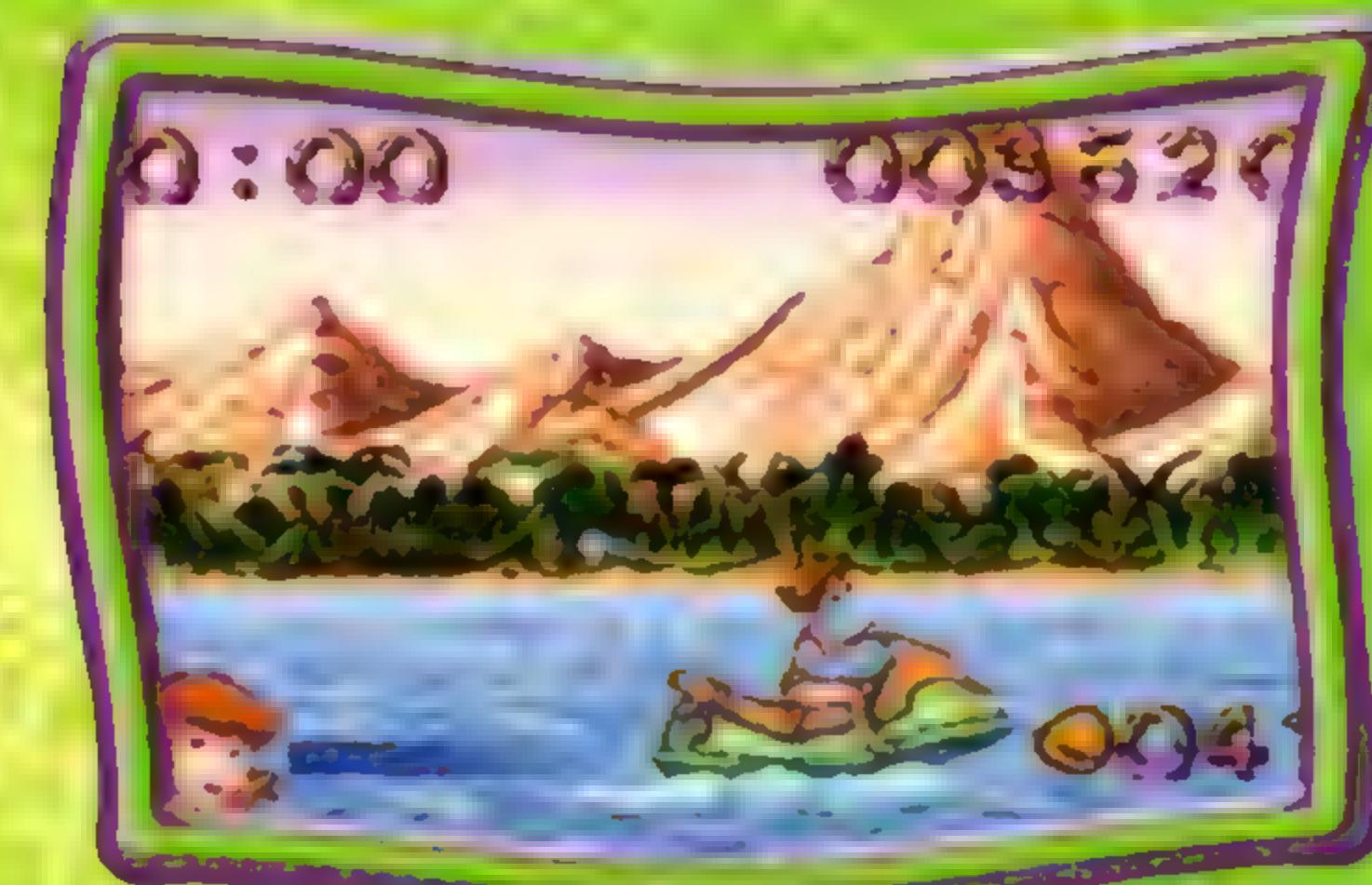


Level 3: Ocean Chase

You might have fun riding the waves on your Jet-ski, gathering up all the Scooby Snacks, but these are dangerous waters! Watch out for sharks, whale spouts and bolts of electricity being hurled at you by the Phantom Virus! If you reach the end without collecting enough snacks, you have to start all over. If you do get enough snacks, you will be rewarded with the box of Scooby Snacks.

Enemies

- Monsters: Sharks and whale spouts
- Boss Monster: Phantom Virus throwing bolts of electricity



Shaggy says:
You can move across three lanes at a time by using the up and down arrows.

Level 4: Prehistoric Jungle

It's a jungle in there, with clues and Scooby Snacks all around you. But there are other things surrounding you too! This jungle is filled with cavemen, dinosaurs, and the notorious Gator Ghoul! Explore the ground, trees and canopies until you find the Scooby Snacks Box.

Enemies

- Monsters: Cavemen and dinosaurs
- Boss Monster: Gator Ghoul™



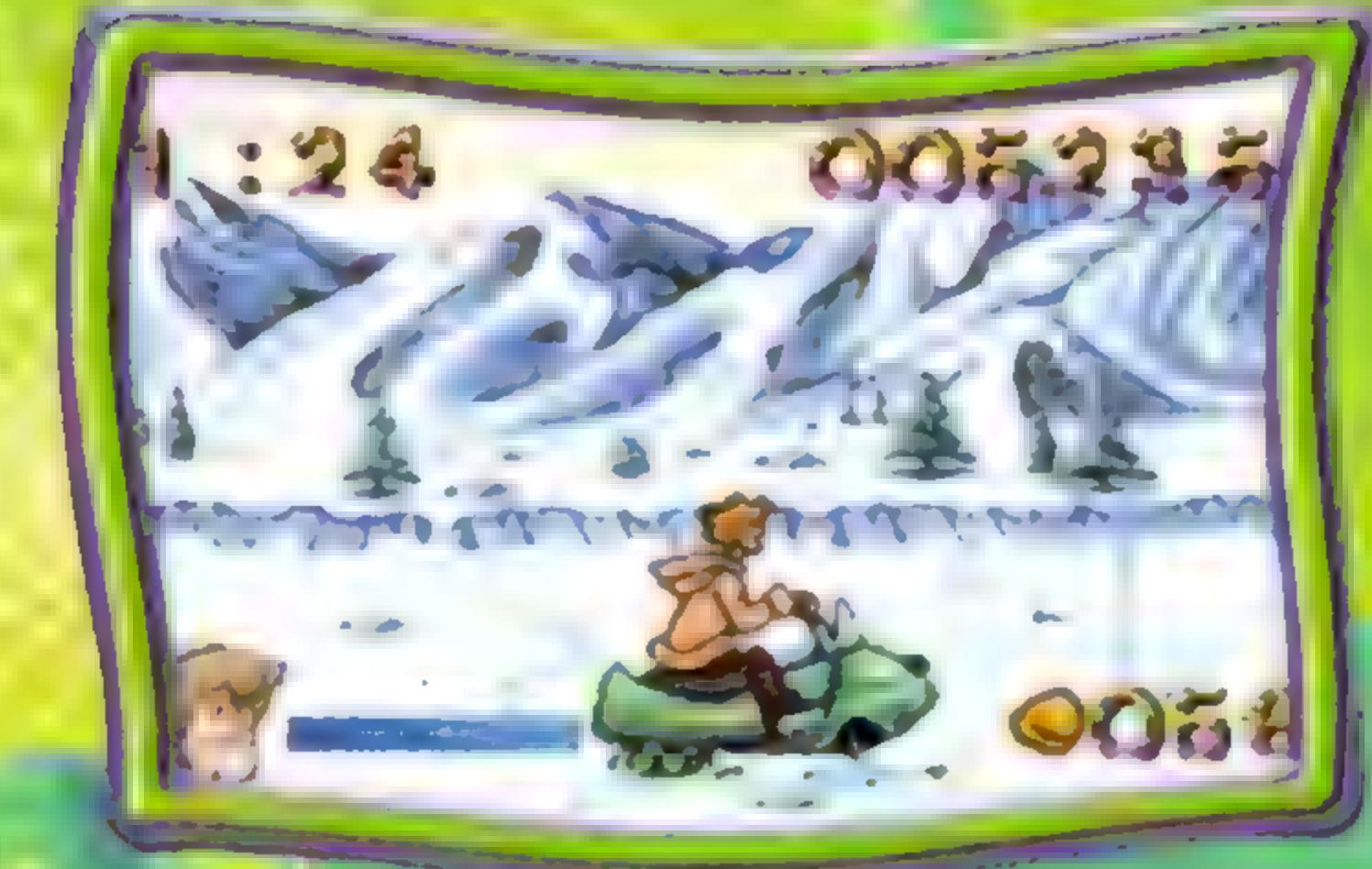
Daphne says:
Watch out for debris falling from the sky when Gator Ghoul stomps!

Level 5: Arctic Snow Chase

Now you're cruising on a snowmobile! You feel a cool wind on your face, but if you're not careful, that won't be the only thing hitting you. While you are busy collecting all the Scooby Snacks and clues, you have to avoid giant snowballs, slalom poles and bolts of electricity being hurled at you by the Phantom Virus. He strikes again!

Enemies and Hazards

- **Obstacles:** Giant snowballs, slalom poles
- **Boss Monster:** Phantom Virus throwing bolts of electricity



Fred says:

As in the Ocean Chase level, you can move across three lanes at a time by using the up and down arrows.

Level 6: Ocean Boardwalk

This time you find Scooby Snacks by exploring the ground, windows and rooftops. But you will be looking for something else too. If you locate the three ride tickets that open up rides on the boardwalk, you can get to the boss monster. Old Iron Face is a tough one, and to defeat him, you'll need to grab the rubber life rings from the pier and avoid the barrels he is rolling down at you. Throw the rings at him and, if you can hit him enough times, he will be defeated!

Enemies and Hazards

- Monsters: Ghost Clown, Funland Robot, Green Ghosts
- Boss Monster: Old Iron Face



Level 7: Video Arcade

Defeat the Phantom Virus who is guarding the final box of Scooby Snacks. Move through the level, looking for the four pieces of the Magna Bar. When you find a piece, take it to the machine on the top floor of the Arcade. Once all four pieces have been collected and dropped into the machine, you will have defeated the Phantom Virus.

Enemies and Hazards

- Green Ghost
- Phantom Virus



NOTES

A blurry, out-of-focus photograph of a person in a green and yellow patterned dress, possibly a traditional costume, standing in a field. The person is holding a long, thin object, possibly a staff or a rattle. The background is a bright, overexposed landscape with some greenery and a fence line visible in the distance.

NOTES

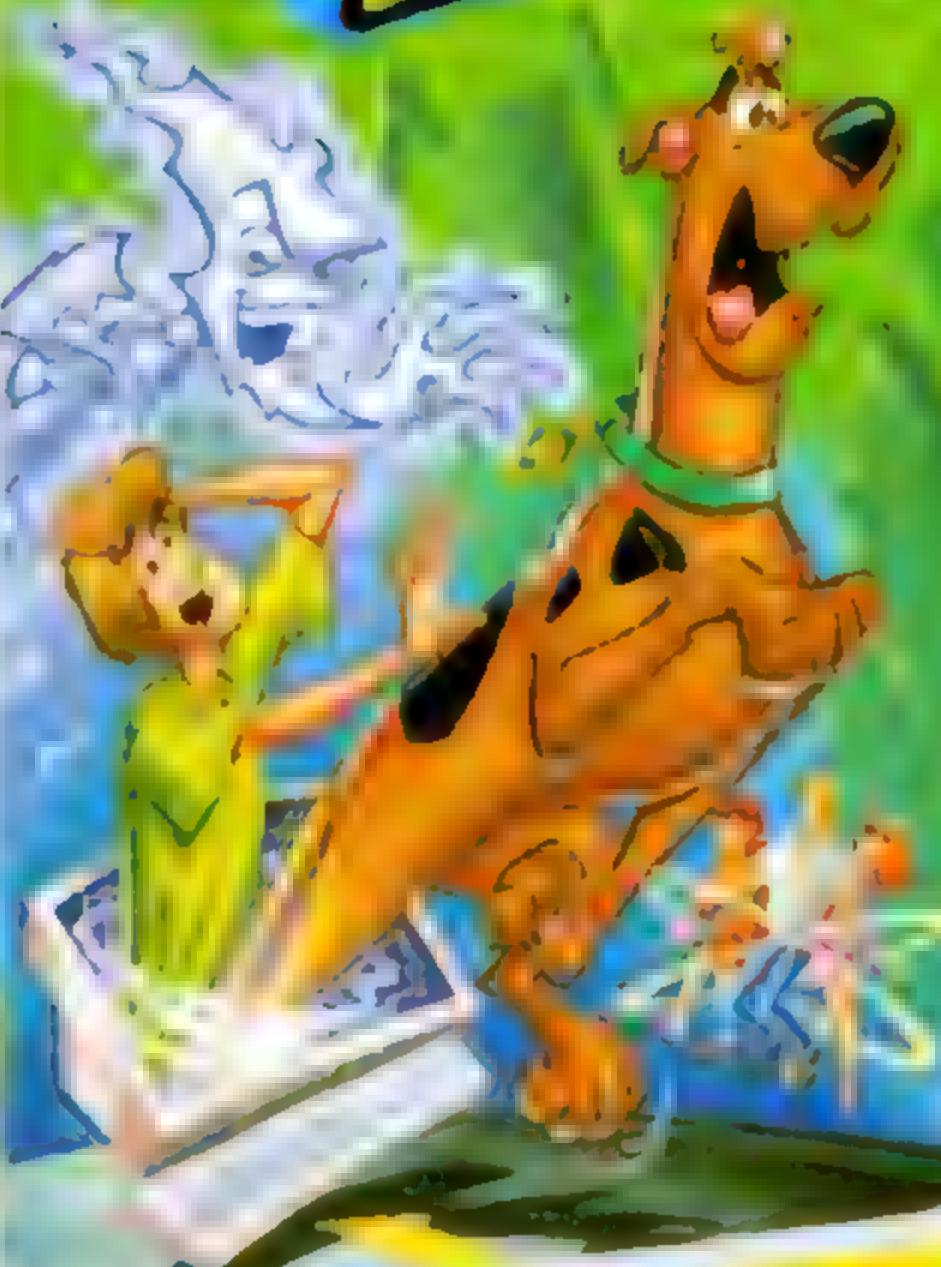
A blurred, colorful image of a person in a green and yellow patterned dress, possibly a traditional costume, standing in a field. The person is wearing a headband and a sash. The background is a bright, overexposed landscape.

NOTES

A close-up photograph of a green, textured surface, likely a leaf or plant material, showing a vibrant yellow-green color with some darker green veins or patterns. The surface has a slightly wrinkled or crumpled texture. The background is dark and out of focus.

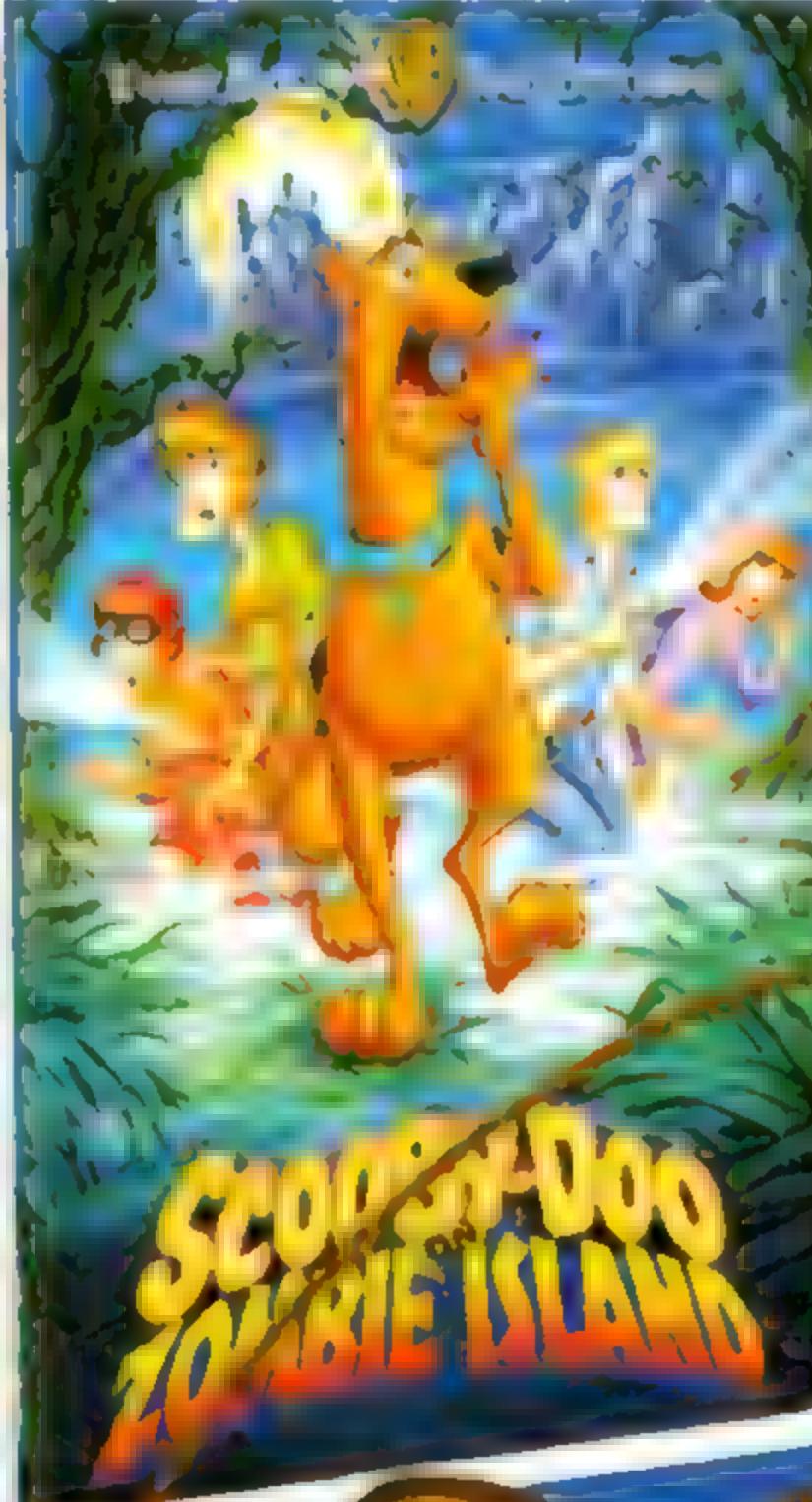
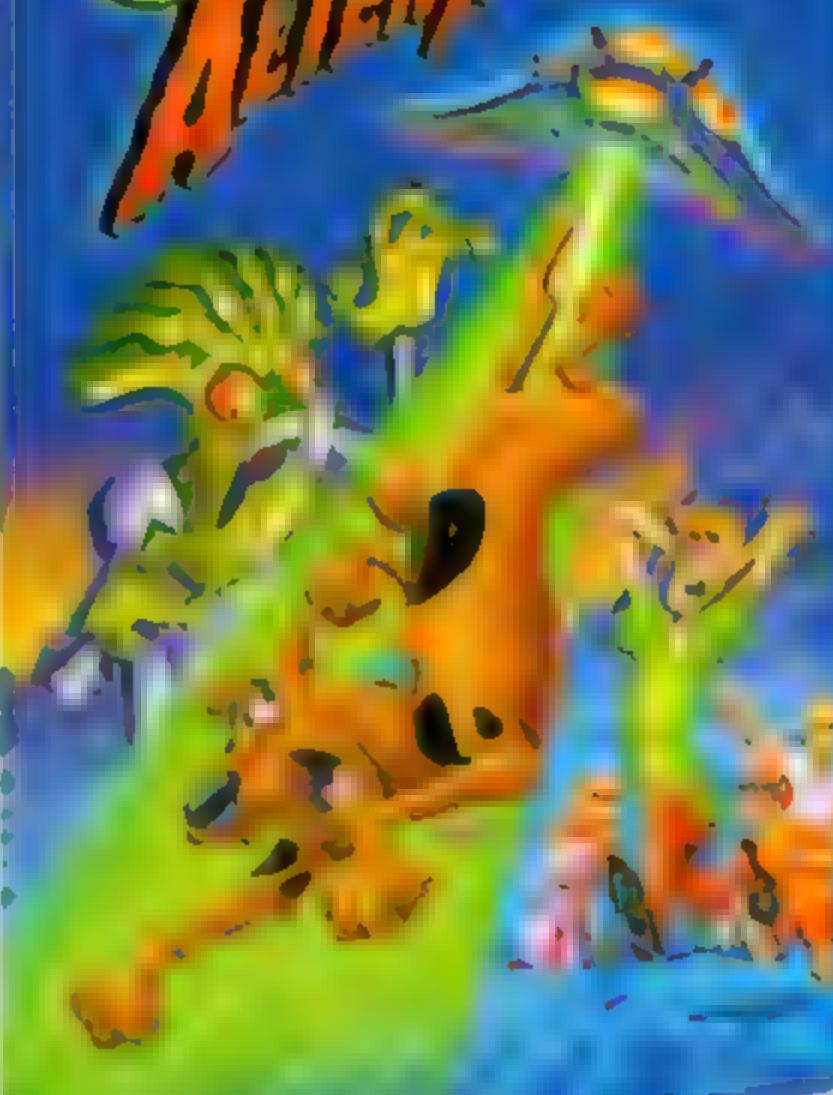
SCOOBY-DOO

CYBER CHASE

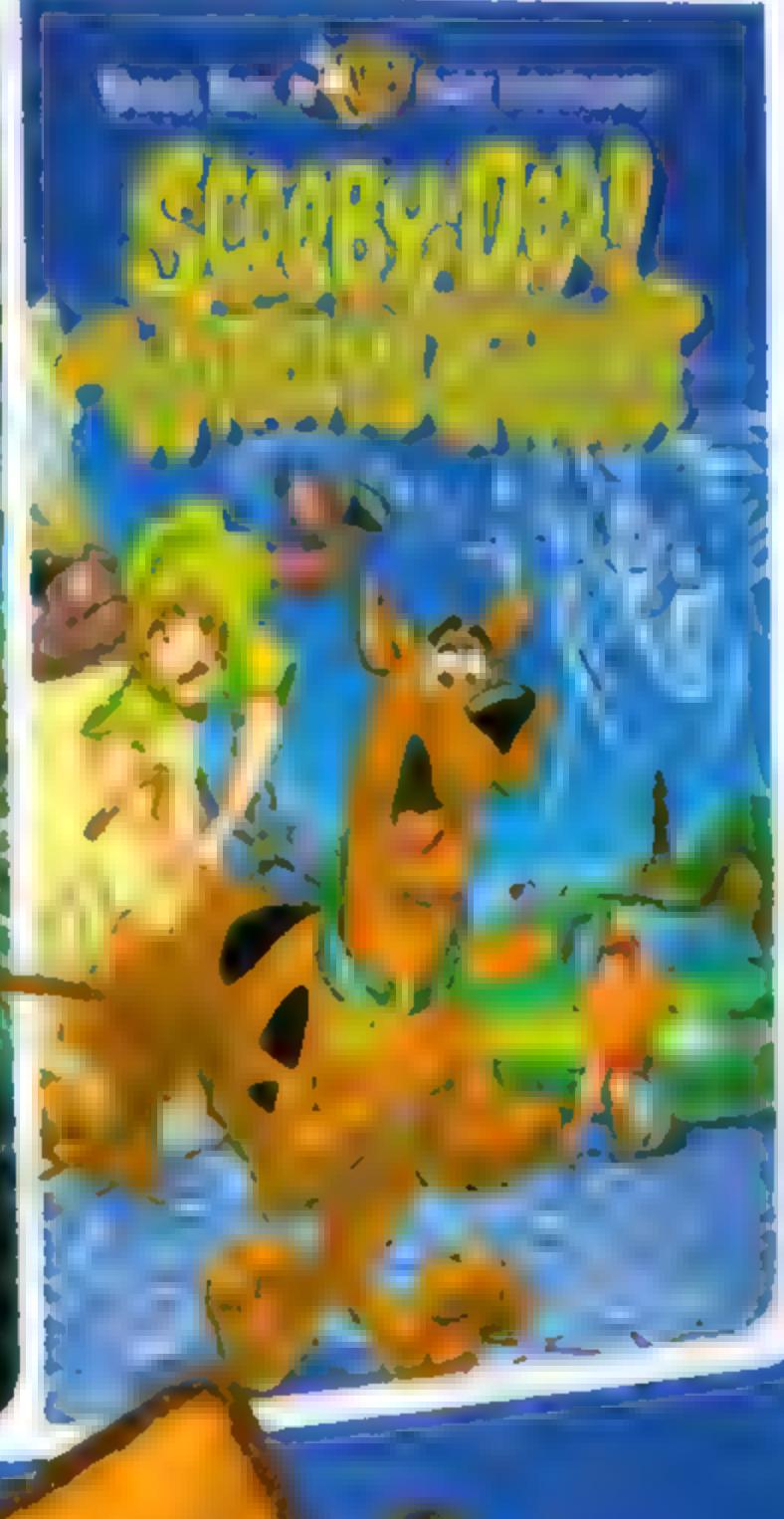


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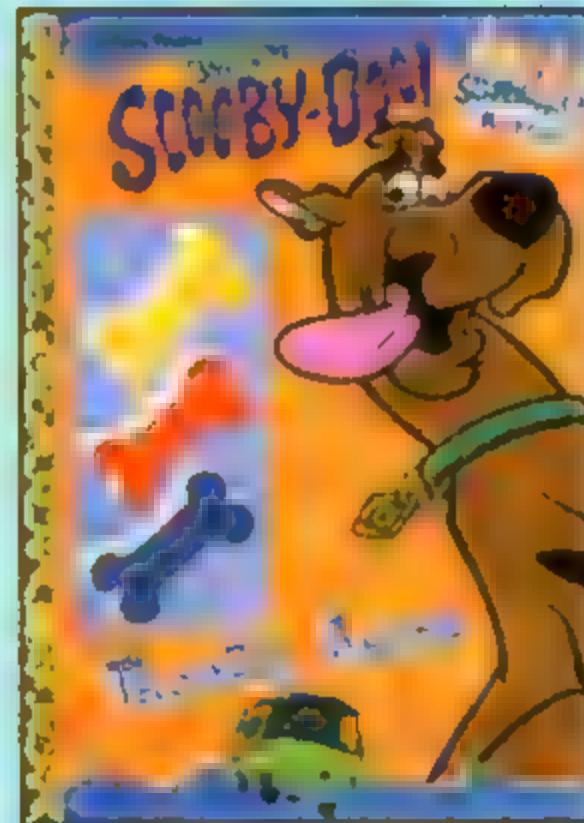
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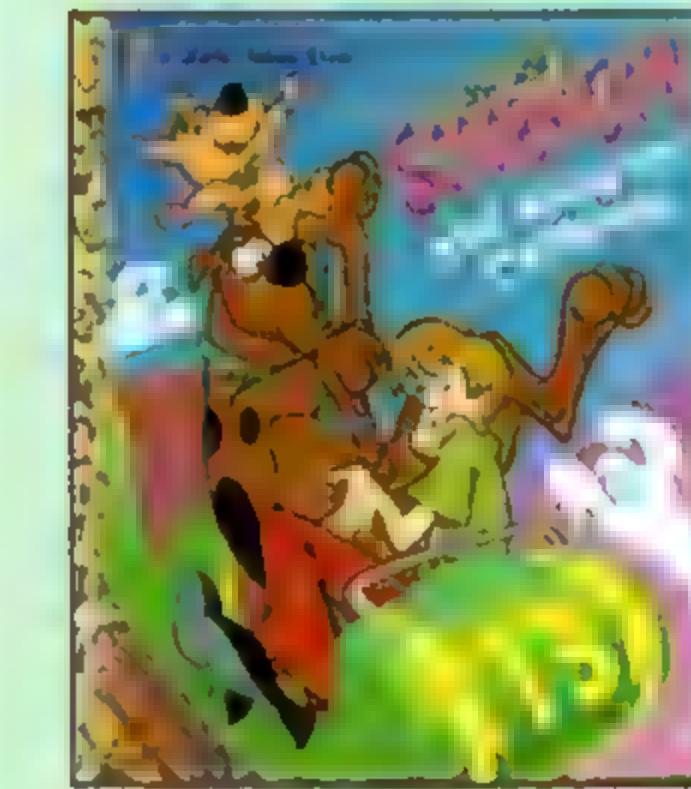
Color



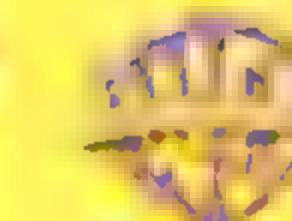
Play



Read



SCOOBY-DOO!



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